Monopoly

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What is Monopoly?

- Game simulating a market of properties

- Goal is to not go bankrupt

- Buying, selling, auctioning, improving

- Random components (dice roll)

Why Monopoly?

- Implements a large, rigid class hierarchy

- Follows a somewhat strict set of rules but has some exceptions

- GUI

- Easy to implement computer player

Development Structure

- `Bank` acts as the center of the program

- `PropertyTransaction` coordinates between `Player` objects and `Property` objects

- GUI classes are associated with respective classes

- Each specific type of property inherits from the `Property` class

Struggles

- Designing basic logic for `ComputerPlayer`

- Large number of special cases to implement

- Issues creating user input system through GUI